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Welcome to The Troll Bowl: North West Open “Blitz in the Brewery”

“Troll Bowl Leagues and Tournaments” are proud to announce The North West Open.

This Tournament is being held on **21st September 2024** at the **TOP ROPE BREWERY, UNIT 6, LIPTON CLOSE, BOOTLE, L20 8PU**

This will be Blood Bowl 11's, 3 games in the Swiss (Wissen) format in 1 day.

Trophies for 1st, 2nd and 3rd Place as well as a number of secondary objectives, including the Gobbo Cup, The Hungry Troll and the Might Blow awards.

Tickets are £30 per person and include entry to the event, Lunch and swag. There is Parking at Venue, as well as easy links from Bootle Oriel Train Station and local bus routes.

TROLL BOWL 2024 (BLOOD BOWL 11S)

North West Open 2024 (Blood Bowl 11s) will be 3 Matches of Standard 11s Blood Bowl.

TOURNAMENT SCHEDULE

- 9.00 - Registration & Set-Up
- 10.00 - Match 1
- 12.30 -Break
- 13.30 -Match 2
- 16.15 -Match 3
- 19.00 -Awards



TOURNAMENT FORMAT

Coaches will be paired randomly for the first match, with matches 2 and 3 being paired in a Swiss format (top teams vs top teams, bottom team's vs bottom teams). We will be using TourPlay for you all to track games and see the leader boards in real time.

This is a **resurrection** or Exhibition format Tournament, and therefore all teams will start each match as they have been rostered, this means that no Gold, SPPs or Casualties are applied after each match.

Matches will be held to a 2-hour time limit, with Coaches being reminded at the 1 Hour Remaining, 30 Minutes Remaining, and 15 Minutes Remaining points. You can also see you running time on TourPlay.

Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end. The results at that point will be applied.

Each pitch will be numbered so that when the Matches are announced at the start of each round so the coaches are able to easily locate their opponent.

PRIZES AND AWARDS

OVERALL, CHAMPION

Overall, Winner (most Tournament Points).

GOBBO CUP

Stunty* Team with the most Tournament Points.

*Tier 3 Stunty teams Only.

NUFFLE'S NOMAD MOST HONOURED AWARD

Team with the most "Best Team" votes.

RIPPER'S WOODEN SPOON AWARD

Last Place Finish (least Tournament Points)

ELFY GIT AWARD

Most Touchdowns Scored

FUNGUS' MIGHTY BLOW AWARD

Most Casualties** Caused.

BLACK GOBBO'S SNEAKY GIT AWARD

Most Successful Fouls.

WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types. as well as 2 printed team sheets. Teams do not have to be painted, but you will get 10 Tournament point per game for a fully painted team.

Three Block dice, two D6, one D8, and one D16 dice Throwing, Scatter and Pass templates.

It would be helpful if you are able to bring a pitch too.

Also, a fully charged phone/smart device/Laptop for TourPlay also.

NAF SANCTIONED TOURNAMENT

We intend this to be a NAF Sanctioned event, so would prefer all of the coaches attending to be registered with the NAF. THIS IS NOT MANDATORY.

If you have any concerns or require support in registering with the NAF before the event, please do not hesitate to contact us.

For more information on the NAF please visit the website:

<https://www.thenaf.net/>

ROSTERS DUE 1 June 2024

We would like you to submit your Roster(s) by 1st June 2024; this will give us two weeks to check it over and make sure everything is as it should be. This should be done on TourPlay. We request that you bring 1 copy of your roster, plus an additional 1 copy for you to share with your opponents on the day. This makes it as clear as possible to all coaches what the teams are.

Please let us know when you submit your roster if you would like us to print copies for you to collect on the day.

TOURNAMENT SCORING

There will be Match Scoring Slip on each pitch, however, use these only if there is a technical issue with TourPlay.

As Such all games should be recorded in real time on TourPlay. These points are per match:

- Per Win: +30 Points
- Per Draw: +10 Points
- Per Loss: +0 Points
- Per TD: +1 Points- max 5
- Per CAS : +1 Points- max 5
- Perfect Defence: +5 Points- No TDs
- Painted Team: +10 points

Fully painted to a Games Workshop

Battle Ready Standard (<https://www.warhammer-community.com/2019/05/21/introducing-battle-readygw-homepage-post-1fw-homepage-post-1/>)

Casualties: All Casualties caused to your **opponent's team during **your** turn count – this includes Blocks, Fouls, Crowd Surfing, Secret Weapons, being hit by thrown players, etc. These Should be recorded in Tour play as Casualties and Injuries.

ELIGIBLE TEAMS

Troll Bowl 2024 will be allowing the following Rosters:

- All teams in the **Blood Bowl** rulebook
- Teams included in a **Spike!** Magazines up to June 1st, 2024
- Teams from the **Teams of Legend** PDF
- **Slann** roster available from the NAF.

NEW RELEASES

If new Team(s) or Star Players are released by Games Workshop after this point (1st March 2024) we will update the rules pack, but we intend to allow all new Games Workshop rules updates into the event. Up to the 1st of June 2024.

TEAM VALUE → 1,200,000GP

All Teams: 1,200,000gp

All teams will be allowed to spend 1.2 million gold pieces to draft their team, with the conditions below.

EXHIBITION PLAY

Teams should be built for this event using the Exhibition.

Play rules on p101-102 of the Blood Bowl 2020 Rulebook.

STAR PLAYERS

Your team must consist of 11 players **before** rostering Star Player(s).

MEGA STARS

Mega Stars will not be permitted at this event unless you are tier 3: Games Workshop FAQ at the first of June will contain the list of Mega Stars.

ALLOWED INDUCEMENTS

Inducements are purchased during team creation and are considered a permanent part of the team and can be used each game.

- 0-1 Star Players may be selected and can be taken by both teams in a match, this will cost 2 primary skills in addition to GP Cost.
- (In)-Famous Coaching Staff (including Wizards), Special Play Cards, and Unlimited Mercenaries **may not** be taken.
- No rules from Death Zone 2021 will be in effect.

ADDITIONAL SKILLS

All Teams will be allowed to give their players a number of additional skills as listed below. These skills do not affect Team Value in any way.

- Tier 1: 5 Primary Skills
- Tier 2: 4 Primary & 2 Secondary Skills
- Tier 3: 5 Primary & 2 Secondary Skills

Notes:

- No Player may receive more than 1 Skill (Skill Stacking).
- A Primary Skill may be selected instead of a Secondary.
- Star Players cannot be given Skills.

TEAM TIERS

Each Team has been given a Tier, but we include a list here for ease.

- Tier 1:

Amazons (2022), Chaos Dwarf*, Dark Elf, Dwarf, High Elf*, Lizardmen, Norse, Orc, Undead, Skaven, Underworld, Wood Elf

- Tier 2:

Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromantic, Nurgle, Old World Alliance, Tomb Kings*, Vampire (2023), Slann***

- Tier 3:

Goblins, Halflings, Ogres, Snotlings, (Gnomes**)

* Team of Legend **If they are released in time ***NAF roster

Troll Bowl is Proud to support and present:



Greetings Bloodbowlers! My name is Baz. I am the founder of "Nuffle's Nomads" and would like to share our mission statement with you!

Nuffle's Nomads is a trailblazing new community weaving its webs across the United Kingdom, dedicated to uniting Blood Bowl enthusiasts under one banner and fostering a spirit of inclusion and support.

At the heart of Nuffle's Nomads lies a simple mission: to alleviate the nerves of inexperienced players and make the tournament scene less anxiety-inducing. In the competitive arena of Blood Bowl tournaments, where seasoned veterans clash with fresh-faced newcomers, intimidation can loom large for those new to the game. Recognizing this, Nuffle's Nomads serves as a beacon of encouragement and solidarity, offering a buddy system of sorts to guide newcomers through the exhilarating yet daunting world of Blood Bowl tournaments.

The concept is elegantly straightforward: by pooling together players from diverse backgrounds and regions across the UK, Nuffle's Nomads creates a supportive network where individuals can connect, collaborate, and coordinate their participation in tournaments. No longer do players need to navigate the tournament circuit alone; with Nuffle's Nomads, they have a community to lean on, share experiences with, and bolster their confidence as they step onto the pitch.

But Nuffle's Nomads is more than just a logistical solution—it is a testament to the power of community in fostering growth, resilience, and lasting friendships. Through shared victories and defeats, players forge bonds that extend beyond the boundaries of the playing field, enriching not only their Blood Bowl experience but also their lives outside the game.

Regardless of skill level or experience, all players are welcomed with open arms, invited to join a community where their contributions are valued, and their voices heard. Whether you are a seasoned tactician honing your strategies or a newcomer eager to learn the ropes, Nuffle's Nomads offers a supportive environment where everyone can thrive and flourish.

Nuffle's Nomads is more than just a community—it is a movement. A movement driven by passion, fuelled by camaraderie, and united by a love for the game. As players from across the UK come together under the banner of Nuffle's Nomads, they not only enhance their own Blood Bowl experience but also contribute to a larger cultural shift—one where inclusivity, support, and friendship reign supreme.

I wish you the best of luck at The Troll Bowl: Southwest Open! May the dice be in your favour!